



ELECTRONIC ARTS®

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Dear SPUD (Special Project Under Development) Beta Test Team,

It's been a long time since my last confession (oops sorry, wrong place). Now that you're smilling let me tell you it's been really grueling trying to finish up the program, we're really close, going final is always so painful. We're really excited about the product and think that it will turn heads in the Amiga community, and hope that it gets the support it deserves.

Included with this packet is version a8 of DeluxePaint V, as well as a beta version of disk 2 Media. Disk 2 contains what is pretty close to what we'll be shipping with as far as textures go. If you received a previous set of textures from me, please delete those from your systems as we don't have permission to use them, we think you'll find the new textures just as nice. Please remember to keep our feature set and anything marked CONFIDENTIAL confidential, you may tell associates, friends, and fellow users that you are testing EA's next Paint program and what you think about it (It's Cool, It Sucks, whatever your opinion is on it), BUT please don't ruin our introduction of the product by telling people about what's in the product, bait them and tell them they'll just have to wait!

If this is your first beta version of the program and you require a design document, please fax me , e-mail me, and if you can't do either, just leave me a voice mail message. There were lots of bugs in the last version I send out, some are still there, I really need to hear from you to get feedback, no feedback tells me that either you really hate the new software or that you're busier than I am. We've fixed lots of bugs and have added a few features as well, check 'em out and let me know what you think, please....

p.s. If you have some cool art or animation that you want included with the product, please contact me as quick as you can, better yet send it to me, so I can evaluate it.

I thank you in advance for your advise, comments, and criticisms, I appreciate it all.

Orlando Guzman, Electronic Arts Creativity

cc: SPUD Beta Test Team: Jim Blashfield; Kara Blohm; Gener Brawn; Arnie Cachelin; Jim Carey; Dennis DeSantis; Matt Drabick; Joel Hagen; Gene Hamm; Tim Kolb; Chris Ludwig; Phil Nibbelink; Gerry Paquette; Carolyn Scheppner; Eric Schwartz; Peter Shreck; Joesph Kagerer; Taylor Kurosaki; Fred Tepper

SPUD Amiga Beta Site Rules

Some rules, some suggestions, some expectations.

1. As a beta site, feedback on the program you are working on, is required and expected at least once a week. The communication can be by phone, fax, or letter. Failure to provide feedback will terminate the beta site agreement, but you will still be bound by the non-disclosure agreement.
2. We really value your opinions and suggestions, they are very important to us. Please, always feel free to express them with us. Many of the special features that our programs have were requested by users just like you.
3. We expect you to keep all information and software you receive from us in the strictest confidence. You should not talk to your friends, co-workers, the press, or any other software companies about what you are working on with us.
4. At any time we may ask you to send back all the software we've sent you. Keep all disks until we ask for them or instruct you to destroy them.
5. We would love to feature your art or animations in our products, if you create something you feel is a good piece of computer artwork, or even if you don't feel like it is, we may want to see it.
6. You will receive beta documentation when it becomes available, in the mean time please do not hesitate to call your Electronic Arts contact if you have a question regarding a certain feature in the product.
7. Did I mention that the non-disclosure agreement should really be taken seriously.
8. We want to know what kind of experience you have in the art, graphic design, video, or multimedia world. Please take some time to write us a brief biography about yourself
9. We want you to be creative and productive with our product, please let us know what we're doing right and what we're doing wrong.
10. Mr. Phelps, if you decided to take this mission and see it to completion you will receive a free product when it ships. This note will self-destruct in.....

Configuration Info.

Please fill out your machine's configuration information as best as you can.
Thanks...

(Square, Circle, or Triangle your answer. Oh, o.k. use whatever shape you like, we don't limit your creativity.)

Type of machine: A500 A2000 A3000 A4000 Other: _____

Processor: 68000 68010 68020 68030 68040

Accelerator Board Manufacturer/Model:

Amount of Chip memory: 512k 1MB 1.5MB 2MB

Amount Fast memory: 512K 1MB 1.5MB 2MB Other: _____

Kickstart Version: _____

Workbench Version:

Hard Drive Make/Model/Size: _____

Type of Monitor: _____

Other cards or hardware hooked up to machine:

(i.e) Modem, Scanner, Sound board, I/O port, SCSI Card, Tape Backup, SyQuest, Printer, Video boards, MIDI I/O controller, Keyboard, Other MIDI devices, etc...

**brought to you by
andy finkel**